

predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character.

2. (Amended) A game device according to claim 1, wherein said predetermined command is an attacking command for said first player character attacking said first enemy character.

3. (Amended) A game device according to claim 2 which displays at least one enemy character around at least one player character before it displays at least one action scene.

4. (Amended) A game device according to claim 1 wherein an attribute value of at least one said first player character and said first enemy character is changed based on said predetermined command.

5. (Amended) A game device according to claim 4, wherein said first action scene displays a damage to at least one of said first player character and said first enemy character based on the attribute value that changes in accordance with said predetermined command.

7. (Amended) A game processing method for a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays a first action scene between a first player character and a first enemy character and a second action scene between a second player character

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(Cont.)

A2

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and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character.

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(Cont.)

8. (Amended) A recording medium having a program recorded thereon for causing a game device execute predetermined functions, wherein said program comprises the functions of: receiving a predetermined command from a player; deciding a camera angle to project a first enemy character related to a first player character and said predetermined command; and displaying a first action scene between the first player character and the first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to the predetermined command which is given to said first player character by the player, and further, wherein said predetermined command is unrelated to said second player character.

REMARKS

By the present amendment, Applicant amends claims 1-5, and 7-8 to more appropriately define the present invention. Claim 6 has been cancelled without prejudice or disclaimer of the subject matter thereof. Claims 1-5, and 7-8 are currently pending in the application.

In the Office Action dated October 18, 2002, the Examiner rejected claims 1-8 under 35 U.S.C. §112, second paragraph, for being indefinite and failing to particularly

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